



WARLORDS OF AVERNUS



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FOUR NEW WARLORDS FOR USE WITH
BALDUR'S GATE: DESCENT INTO AVERNUS!

INTRODUCTION



WARLORDS OF AVERNUS PRESENTS FOUR NEW warlords for your *Baldur's Gate: Descent into Avernus* adventure. To use this supplement, *Baldur's Gate: Descent into Avernus* is the only thing you need besides the three core rulebooks of the fifth edition of DUNGEON & DRAGONS.

The warlords are presented with a brief introduction, followed by the warlord's stat block. An explanation of the warband's objectives and behavior follows suit, along with the stat blocks of the other members of the band. Finally, every warlord entry covers what treasures the warband carries, including *soul coins* and flasks of demon ichor.

For convenience, stat blocks from the *Monster Manual* and magic items from the *Dungeon Master's Guide* appear in this document to help you flesh out your sessions quicker.

A brief summary of the warlords presented here:

- **Algoran** – the Flesh Hunter – is a tulgur, a rare breed of extraplanar humanoids. From a disbanded band of mercenaries, Algoran created the *Collectors of Souls*, a warband of tulgurs that wants to capture as many souls as they can with their infernal war machines equipped with soul spikes armor.
- **Carol d'Vown** operates alone, in a sense, being the only living being of her group. Followed by a number of constructs of her own creation, the *Mind-Eraser Alchemist* wanders Avernus in a highly customized Tormentor.
- **Kolasiah** and her group of loyal followers entered the first layer of the Nine Hells in search for power, and got it. However, the luck of the now *Lost Golgari* ended, and the group is now stuck in Avernus.
- **Lilxori** is a cambion spawned by Zariel herself, created to deal with the many warlords that plague the wastelands of Avernus. Leading a group of devils known as the *Warlord Hunters*, Lilxori is merciless against those who don't show support against Zariel's cause in the Blood War.

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ALGORAN, FLESH HUNTER



HE CREATURE THAT GOES BY THE NAME OF Algoran is of a rare breed of humanoids known as **tulgars** – savage wanderers of the Elemental Chaos. Each **tulgar** carries within itself a small fragment of a primal spirit, allowing it to channel a portion of its will in battles. **Tulgars** can be found across the

Infinite Battlefield of Acheron and the Elemental Planes. How Algoran and his band came across the wastelands of the Nine Hells is unknown, but his fame across the lands of Avernus is notorious.



ALGORAN, FLESH HUNTER

Medium humanoid (tulgar), neutral evil

Armor Class 17 (see Tough Skin)

Hit Points 161 (19d8 + 76)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	19 (+4)	15 (+2)	14 (+2)	18 (+4)

Saving Throws Str +9, Con +8, Cha +8

Skills Athletics +9, Intimidation +8, Perception +6, Stealth +7

Damage Resistances cold, fire, lightning

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 12 (8,400 XP)

Incomparable Hunter. When Algoran hits an enemy with a melee attack, he doesn't provoke opportunity attacks from that enemy for the rest of his turn.

Tough Skin. While Algoran is wearing no armor and wielding no shield, its AC includes its Constitution modifier.

Primal Mind. Algoran has advantage on saving throws against being charmed or frightened.

Flesh Hunter's Rage. As a bonus action, Algoran can enter a rage at the start of its turn. The rage lasts for 1 minute or until Algoran is incapacitated. While raging, Algoran gains the following benefits:

- Algoran has advantage on Strength checks and Strength saving throws.
- When Algoran makes a melee weapon attack, he gains a +4 bonus to the damage roll.
- Algoran has resistance to bludgeoning, piercing, and slashing damage.

Reckless. At the start of its turn, Algoran can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of its next turn.

Rotting Strike. Once per turn, if Algoran makes a weapon attack with advantage on the attack roll and hits, it deals an extra 10 (3d6) necrotic damage.

ACTIONS

Multiattack. Algoran makes three melee attacks or two ranged attacks.

+1 Handaxe. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage, or 13 (1d6 + 10) slashing damage while raging.

Lightwood Pike. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage, or 14 (1d10 + 9) slashing damage while raging.

Whirlwind Strike (Recharge 5–6). Algoran makes a melee attack against any number of creatures within its reach, with a separate attack roll for each target.

REACTIONS

Unbroken Spirit. When Algoran succeeds on a Intelligence, Wisdom, or Charisma saving throw, he and one allied creature of his choice within 10 feet of him gains 10 temporary hit points.

THE SOULS' COLLECTORS

The group lead by Algoran features him, seven **tulgar savages** (see ahead) and three **tulgar shamans** (see ahead). Algoran rides around Avernus with a Scavenger fitted with soul spike armor, together with two shamans and five savages. The rest of his group follows him around with a Tormentor, also fitted with soul spike armor.

The origin of the Souls' Collectors are uncertain, but some rumors say that the group was hired as mercenaries to fight against the demons in the Blood War, but their contract was voided for unexplained reasons. Following such events, Algoran got hold of a pair of infernal war machines. He is now collecting souls to display in his vehicles' bodywork. The group's Scavenger currently holds 7 souls among its

thirteen spikes, while the Tormentor holds 4 souls among its seven spikes. Algoran plans to have all of them filled.

Below, you can find the statblocks of the members of the Souls' Collectors warband.

TULGAR SAVAGE

Medium humanoid (tulgar), neutral evil

Armor Class 14 (hide armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	10 (+0)	11 (+0)	9 (-1)

Saving Throws Str +6, Con +6

Skills Athletics +6, Intimidation +1

Damage Resistances cold, fire, lightning

Senses darkvision 120 ft., passive Perception 10

Languages Common, Infernal, Primordial

Challenge 3 (700 XP)

Primal Mind. The savage has advantage on saving throws against being charmed or frightened.

Reckless. At the start of its turn, the savage can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Special Equipment. The tulgar savage carries a *primal greataxe*.

ACTIONS

Multiattack. The savage makes two attacks with its greataxe.

Primal Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

TULGAR SHAMAN

Medium humanoid (tulgar), neutral evil

Armor Class 14 (hide armor)

Hit Points 77 (14d8 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	12 (+1)	17 (+3)	15 (+2)

Saving Throws Con +4, Wis +6

Skills Insight +6, Nature +4, Perception +6

Damage Resistances cold, fire, lightning

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1,800 XP)

Primal Mind. The savage has advantage on saving throws against being charmed or frightened.

Spellcasting. The shaman is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The shaman has the following druid spells prepared:

Cantrips (at will): *magic stone*, *primal savagery* (see "Actions" below), *produce flame*, *shillelagh*

1st level (4 slots): *cure wounds* (see "Actions" below), *entangle*, *earth tremor*, *goodberry*

2nd level (3 slots): *gust of wind*, *spike growth*

3rd level (3 slots): *dispel magic*, *call lightning*, *remove curse*

4th level (2 slots): *blight* (see "Actions" below), *giant insect*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if wielded with two hands or 7 (1d8 + 3) bludgeoning damage with *shillelagh*.

Primal Savagery (Cantrip). *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d10) acid damage.

Cure Wounds (1st-Level Spell; Requires a Spell Slot). The shaman touches a creature of its choice and it regains 7 (1d8 + 3) hit points. If the shaman casts this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

This spell has no effect on undead or constructs.

Blight (5th-Level Spell; Requires a Spell Slot). The shaman chooses a creature that it can see within 30 feet of him. The target must succeed on a DC 14 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs.

If the shaman targets a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

TREASURE

Algoran and his warriors carry 7 *soul coins* and 4 flasks filled with demon ichor. Algoran also carries a pair of +1 *handaxes*, and a *lightwood pike* (see below). All the tulgar savages carry one *primal greataxe* (see below) and 1d4 + 1 *handaxes*. The tulgar shamans carry 2d4 *potions of healing* among them, plus their quarterstaves.

LIGHTWOOD PIKE

Weapon (pike), uncommon

This magical wooden pike was crafted with a lightweight, but durable wood. It lacks the two-handed property.

PRIMAL GREATAXE

Weapon (greataxe), common (requires attunement)

This greataxe is imbued with the power of primal spirits of Elemental Earth, enhancing the endurance of its wielder. While attuned to it, you gain a +1 bonus to Constitution saving throws.

CAROL D'VOWN, ALCHEMIST OF STYX

CAROL D'VOWN OPERATES INDIVIDUALLY AS A person, but she has the companionship of her own wicked inventions – a helmed horror and a trio of homunculi-like creatures. Using the River Styx as the source for both her potions and the weapon of her infernal war machines, Carol delights with the sight of a creature losing her mind to the powers of the Styx.



CAROL D'VOWN

Medium humanoid (human), neutral evil

Armor Class 16 (breastplate)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	20 (+5)	14 (+2)	12 (+1)

Saving Throws Con +6, Int +8

Skills Arcana +8, Investigation +8, Medicine +5, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal

Challenge 7 (2,900 XP)

Master of War Machines. Carol has advantage on ability checks made to repair any infernal war machine.

Spellcasting. Carol is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Carol has the following artificer spells prepared:

Cantrips (at will): *fire bolt* (see "Actions" below), *light*, *mending*, *shocking grasp*

1st level (4 slots): *absorb elements*, *catapult*, *detect magic*, *healing word*, *identify*, *longstrider*, *ray of sickness*

2nd level (3 slots): *flaming sphere*, *heat metal*, *invisibility*, *lesser restoration*, *Melf's acid arrow*

3rd level (2 slots): *dispel magic*, *gaseous form*, *haste*, *mass healing word*

Special Equipment. Carol wears a *goggles of night* and has a *bag of holding*. She is attuned to a *mask of ventilation*, and also has a *repeating hand crossbow*.

Alchemical Savant. When Carol casts a spell that restores hit points or deals acid, fire, or necrotic damage, she gains a +5 bonus to one roll of the spell.

ACTIONS

Multiattack. Carol uses either the Acid-Melting Bomb or the Styx Gas Poison, if available. She then makes one attack with her *repeating hand crossbow*.

Fire Bolt (Cantrip). Ranged Spell Attack: +8 to hit, range 120 ft., one target. *Hit:* 16 (2d10 + 5) fire damage.

Acid-Melting Bomb (3/Day). Carol throws an acid-filled flask at a point she can see within 25 feet of her. The flask bursts on impact. Each creature within 5 feet of the impact must succeed on a DC 16 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, and half as much on a successful one.

Styx Gas Poison (3/Day). Carol throws a gas-filled flask at a point she can see within 25 feet of her. The flask bursts on impact, leaving a static cloud of poisonous gas. When a creature enters the cloud's area for the first time on a turn or starts its turn there, that creature is targeted by a *feeblemind* spell (save DC 16). The cloud lasts for 1 minute, or until a strong wind disperses it.

If a creature fails its saving throw and remains under the poison's effect for 30 consecutive days, the effect becomes permanent (no save) and the creature loses all its memories, becoming a near-mindless shell of its former self. At that point, nothing short of a *wish* spell or divine intervention can undo the effect.

Repeating Hand Crossbow. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. The crossbow produces its own ammunition, automatically creating one piece of magic ammunition when Carol makes a ranged attack with it. This is a magic weapon attack.

REACTIONS

Flash of Genius (5/Day). When Carol or another creature she can see within 30 feet of her makes an ability check or a saving throw, she can add her Intelligence modifier as a bonus to the roll.

THE MIND-ERASER ALCHEMIST

Known as the Mind-Eraser Alchemist, or Alchemist of Styx, Carol d'Vown fled a distant plane to find joy in the wasteland of Avernus. Using her vast intellectual capacity, she got her hands on a Tormentor, and readily adapted it to her own tastes, switching its Harpoon Flinger for a Styx Sprayer, and adding a Necrotic Smoke Screen to it.

Every 24 hours, she refills the water of the Styx Sprayer with the help of a **helmed horror** (see below) she crafted herself. With the help of a trio of **infernal homunculus** (see below) she crafted using minerals extracted from Avernus, Carol crafts acid bombs and potions that reproduces the effects of the River Styx (albeit a little weaker).

Below, you can find the statblocks of the minion of the Mind-Eraser Alchemist.

INFERNAL HOMUNCULUS

Tiny construct, lawful evil

Armor Class 14 (natural armor)

Hit Points 18 (4d4 + 8)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	8 (-1)

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 1/4 (50 XP)

Infernal's Sight. Magical darkness doesn't impede the homunculus' darkvision.

Evasion. If the homunculus is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can't use this trait if it's incapacitated.

Telepathic Bond. While the homunculus is on the same plane of existence as Carol d'Vown, it can magically convey what it senses to Carol, and the two can communicate telepathically.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

Force Strike. *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit:* 4 (1d4 + 2) force damage.



HELMED HORROR

Medium construct, unaligned

Armor Class 20 (plate, shield)

Hit Points 88 (8d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks that aren't adamantite

Damage Immunities force, necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 4 (1,100 XP)

Magic Resistance. The helmed horror has advantage on saving throws against spells and other magical effects.

Spell Immunity. The helmed horror is immune to the following spells: *fireball*, *heat metal*, and *hold monster*.

Special Equipment. The helmed horror wields *Metalbreaker*, a magic longsword that grants a +1 bonus to attack and damage rolls made with it (included in its attack).

ACTIONS

Multiattack. The helmed horror makes two attacks with *Metalbreaker*.

Metalbreaker. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands. If it hits an object made of metal, the hit is automatically a critical hit.

TREASURE

Carol d'Vown is the warlord with the smallest group, but it is probably the one with the highest amount of treasure in hands. She carries 4 *soul coins* and 2 flasks of demon ichor within her *bag of holding* (see below). All magic items of the group were crafted by her: a set of *goggles of night*, a *mask of ventilation*, a *repeating hand crossbow* and *metalbreaker*, the longsword of her helmed horror.

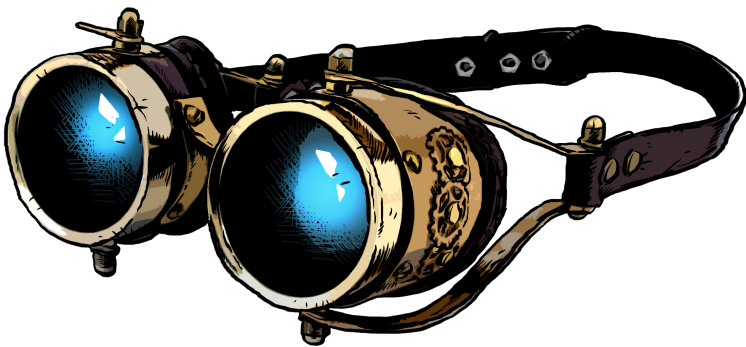
BAG OF HOLDING

Wondrous item, uncommon

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a bag of holding inside an extradimensional space created by a handy haversack, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.



GOGGLES OF NIGHT

Wondrous item, uncommon

While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

MASK OF VENTILATION

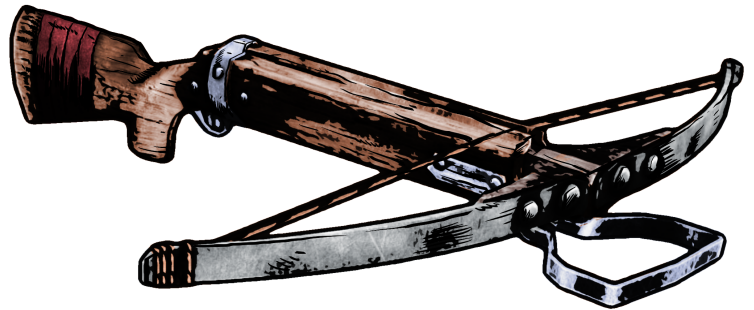
Wondrous item, uncommon (requires attunement)

While wearing this mask, you have advantage on saving throws against harmful gases such as those created by a *cloudkill* spell, a *stinking cloud* spell, inhaled poisons, and gaseous breath weapons.

METALBREAKER

Weapon (longsword), uncommon (requires attunement)

You have a +1 bonus to attack and damage rolls you make with this magic weapon. If it hits an object made of metal, the hit is automatically a critical hit, and it can deal bludgeoning or slashing damage to the object (your choice). Further, damage from nonmagical sources can't harm the weapon.



REPEATING HAND CROSSBOW

Weapon (hand crossbow), uncommon (requires attunement)

You have a +1 bonus to attack and damage rolls you make with this magic weapon when it's used to make a ranged attack. This weapon lacks the loading property of hand crossbows.

If you load no ammunition in the weapon, it produces its own, automatically creating one piece of magic ammunition when you make a ranged attack with it. The ammunition created by the weapon vanishes the instant after it hits or misses a target.

TOO MUCH TREASURE?

If you want to use Carol d'Vown as a warlord, but thinks she has too many magic items, consider changing some of the items to be artificer infusions instead.

If the items are stolen, Carol can simply make new infusions. The oldest infusion vanishes after she creates a new one. If Carol is dead, an infusion vanishes after 5 days (equal to Carol's Intelligence modifier).



KOLASIAH, THE INFERNAL MEDUSA



HE AMBITION OF KOLASIAH LED HER TO FIRST layer of the Nine Hells, in a search for a source of power that could rise her to the top of the Golgari Swarm. She got her deal, but found herself trapped in her own scheme, unable to find a way back to Ravnica. Now wandering across Avernus, she leaves her own marks over the land: petrified demons, devils, and any other creature that tries to challenge her power.

KOLASIAH

Large monstrosity, neutral evil

Armor Class 18 (natural armor)

Hit Points 187 (22d10 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	17 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +8, Int +10, Cha +8

Skills Deception +8, Insight +7, Perception +7, Stealth +10

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities cold, fire

Senses darkvision 120 ft., passive Perception 17

Languages Common, Elvish, Infernal, Kraul

Challenge 14 (11,500 XP)

Innate Spellcasting. Kolasiah's innate spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *expeditious retreat*, *fire bolt* (see "Actions" below), *fog cloud*, *misty step*

3/day each: *erupting earth*, *hellish rebuke* (at 5th level; see "Reactions" below), *fireball*, *scorching ray* (see "Actions" below)

1/day each: *bones of the earth*, *Melf's minute meteors*, *wall of stone*

Heated Body. A creature that touches Kolasiah or hits her with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Hellish Claws. Kolasiah's weapon attacks are magical and deal an extra 18 (4d8) fire damage on a hit (included in the attacks).

Magic Resistance. Kolasiah has advantage on saving throws against spells and other magical effects.

Statues of Molten Rock. Creatures petrified by Kolasiah are immune to fire damage while petrified. Whenever a creature petrified by Kolasiah is touched by another creature, the touching creature takes 7 (2d6) fire damage.

Surprise Attack. During the first round of combat, Kolasiah has advantage on attack rolls against any creature that is surprised, and it deals an extra 10 (3d6) fire damage each time it hits such a creature with an attack.

ACTIONS

Multiattack. Kolasiah makes two claw attacks. She can also use Petrifying Gaze before or after making these attacks.

Fiery Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage plus 18 (4d8) fire damage. Instead of dealing damage, Kolasiah can grapple the target (escape DC 17).

Petrifying Gaze. The medusa fixes its gaze on one creature within 60 feet of it that it can see and that can see its eyes. The target must make a DC 18 Constitution saving throw. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by a *greater restoration* spell or similar magic.

Fire Bolt (Cantrip). Ranged Spell Attack: +10 to hit, range 120 ft., one target. Hit: 22 (4d10) fire damage.

Scorching Ray (2nd-Level Spell; 3/Day). Ranged Spell Attack: +10 to hit, range 120 ft., three rays; one target per ray. Hit: 7 (2d6) fire damage per ray.

REACTIONS

Hellish Rebuke (5th-Level Spell; 3/Day). When Kolasiah is damaged by a creature within 60 feet of her that she can see, she can force the creature to make a DC 18 Dexterity saving throw. The creature takes 33 (6d10) fire damage on a failed save, or half as much damage on a successful one.

THE LOST GOLGARI

Kolasiah entered the Nine Hells with a reasonably big group of Golgari agents, but many perished to the inhospitable conditions of Avernus – the hellish landscape doesn't favor plant creatures and insects.

Kolasiah and her troop are now reduced to **Suniel**, a dark elf assassin, and five **winged kraul warriors**. The medusa and her kraul warriors ride around Avernus in a Scavenger, with Suniel following them around with a Devil's Ride. They show no mercy against those who dare cross their way showing open hostility – usually demons, devils, and other warlords.

If the player characters cross their path with the Lost Golgari, the best chance they have to survive is if one of the characters proves to be an accomplished spellcaster. Kolasiah's quest is to find a person or a power that can return her and her group back to Ravnica, and she knows that a powerful mage can surely find a spell that can do such thing.

Below, you can find the statblocks of the members of the Lost Golgari warband.

WINGED KRAUL WARRIOR

Medium humanoid (kraul), lawful evil

Armor Class 18 (natural armor)

Hit Points 27 (5d8 + 4)

Speed 30 ft., climb 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	10 (+0)	11 (+0)	8 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Kraul, understands Common but can't speak it

Challenge 3 (700 XP)

Hive Mind. The kraul is immune to the charmed and frightened conditions while within 30 feet of at least one other kraul.

Pack Tactics. The kraul has advantage on an attack roll against a creature if at least one of the kraul's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spider Climb. The kraul can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

TREASURE

The Lost Golgari carry 5 *soul coins* and 3 flasks of demon ichor. One of the kraul warriors wears a *Golgari guild signet* (see below), while Suniel wears a pair of *boots of elvenkind* (see below).

Suniel also has 3 vials of wyvern poison – an injury type of poison. A creature subjected to this poison must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

BOOTS OF THE ELVENKIND

Wondrous item, uncommon

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

GOLGARI GUILD SIGNET

Ring, uncommon (requires attunement)

This ring is adorned with the symbol of the Golgari Swarm. This signet has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing it, you can expend 1 charge to cast the *entangle* spell (save DC 13).

SUNIEL, DARK ELF ASSASSIN

Medium humanoid (elf), neutral evil

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	12 (+1)

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 13

Languages Common, Elvish, Kraul, Thieves' Cant

Challenge 8 (3,900 XP)

Assassinate. During its first turn, Suniel has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Suniel scores against a surprised creature is a critical hit.

Evasion. If Suniel is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Fey Ancestry. Suniel has advantage on saving throws against being charmed, and magic can't put him to sleep.

Innate Spellcasting. Suniel's innate spellcasting ability is Charisma (spell save DC 12). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Sneak Attack. Once per turn, Suniel deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Suniel that isn't incapacitated and Suniel doesn't have disadvantage on the attack roll.

Sunlight Sensitivity. While in sunlight, Suniel has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. Suniel makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

LILXORI, CONQUEROR OF WARLORDS



PAWNED BY ZARIEL TO DEAL WITH THE PESKY warlords that wander across Avernus, Lilxori is a cambion on a mission. Holding a small army of devils herself, Lilxori hunts down the other warlords – collecting their equipment and war machines – so it can be used by the infernal legions of the Blood War.



LILXORI

Medium fiend, lawful evil

Armor Class 19 (chain mail)
Hit Points 105 (14d8 + 42)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Str +7, Con +6, Int +5, Cha +6
Skills Deception +6, Intimidation +6, Perception +4, Stealth +7
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Common, Infernal
Challenge 6 (2,300 XP)

Fiendish Blessing. The AC of Lilxori includes its Charisma bonus.

Ferocious Surge (Recharges after a Short or Long Rest). When Lilxori hits with an attack that isn't a critical hit, she can turn the hit into a critical hit.

Innate Spellcasting. Lilxori's spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components:

At will: *control flames*, *hellish rebuke* (at 2nd level; see "Reactions" below)

3/day each: *alter self*, *command*, *detect magic*, *heroism*, *spiritual weapon*

1/day each: *crusader's mantle*, *plane shift* (self only)

Fury of the Nine. As a bonus action, Lilxori chooses another creature that she can see or hear it within 120 feet. That creature gains advantage on all attack rolls and saving throws for the next minute or until Lilxori uses this ability again.

Infernal Tactics. Immediately after rolling initiative, Lilxori can choose itself and up to three allies she can see if she isn't incapacitated. Lilxori can swap the initiative results of the chosen creatures among them.

ACTIONS

Multiattack. Lilxori makes two melee attacks or uses its Fire Ray twice.

Hellfire Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 3 (1d6) fire damage.

Any humanoid killed by an attack made with this weapon has its soul funneled into the River Styx, where it's reborn instantly as a lemure devil.

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Fire Ray. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 10 (3d6) fire damage.

Zariel's Command (Recharges 4–6). Up to three allied devils within 120 feet of Lilxori that can hear her can use their reactions to each make one weapon attack.

REACTIONS

Hellish Rebuke (2nd-Level Spell). When Lilxori is damaged by a creature within 60 feet of her that she can see, she can force the creature to make a DC 14 Dexterity saving throw. The creature takes 16 (3d10) fire damage on a failed save, or half as much damage on a successful one.

WARLORD HUNTERS

Lilxori leads a small band of devils to hunt down the warlords that plague the land of Avernus. The only exception remains Mad Maggie, which Zariel has an agreement with.

In her mission, Lilxori rides around in a Devil's Ride, with four **bearded devils** and four **barbed devils** following her in a Demon Grinder.

Although Lilxori doesn't think twice in using violence to deal with a warlord, she prefers to convert them – if possible – to Zariel's cause, specially Princeps Kovik. Raggadragga and Bitter Breath are probably better served with death.

Below, you can find the statblocks of the members of the Warlord Hunters warband.

BARBED DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

BEARDED DEVIL

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (–1)	11 (+0)	11 (+0)

Saving Throws Str +5, Con +4, Wis +2

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

ACTIONS

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

TREASURE

Lilxori and her band carry 6 *soul coins* and no flasks of demon ichor (devils like her don't use those). Their most prominent treasure is the cambion's weapon: a *hellfire warhammer*. One of the barbed devils (the one driving the group's Demon Grinder) wears a pair of *bracers of defense*, increasing its AC to 17.

BRACERS OF DEFENSE

Wondrous item, rare (requires attunement)

While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

HELLFIRE WARHAMMER

Weapon (warhammer), uncommon

This warhammer is fashioned from infernal iron and traced with veins of hellfire that shed dim light in a 5-foot-radius.

Any humanoid killed by an attack made with this warhammer has its soul funneled into the River Styx, where it's reborn instantly as a lemure devil.

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The following D&D books provided material and inspiration:

Crawford, Jeremy; Christopher Perkins, and James Wyatt. *Dungeon Master's Guide*. 2014

Crawford, Jeremy, Dan Dillon, Ben Petrisor, and Kate Welch. *Baldur's Gate: Descent into Avernus*. 2019

